

RESPONSE TO FINAL OFFICE ACTION

SERIAL NO.: 09/208,696; APPLICANT: Yasuyuki Sekine; AU 3711

EXAMINER: Collins, D.; ATT'Y. DKT.: RM.HPK; FILED: December 10, 1998

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sequence [necessary for game] and in a predetermined [certain] direction of motion and at a rate of motion sufficiently fast that a player will not readily distinguish a singular presentation of any of the plurality of symbols, wherein there is further provided [a special kind of symbol] among the plurality of symbols a special kind of symbol that is indicated in the display portion [in such manner that] two or more [of identical symbols recognizably appear serially one after another in the direction to be moved on the display portion for a] times in sequence during the movable indication of the plurality of symbols, the special kind of symbol corresponding to an increased likelihood of a predetermined condition of the game, whereby the player is enabled to perform an effective stop operation.

2. (Twice Amended) The display for a game according to claim 1, wherein the predetermined condition of the game [special kind of symbol] corresponds to [a likelihood of] a loss for [a] the player.

3. (Twice Amended) The display for game according to claim 1, wherein the predetermined condition of the game [special kind of symbol] corresponds to [a likelihood of] a win for [a] the player.

4. (Amended) The display for a game according to claim 1, wherein first, second, and third symbols among the special kind of symbols are indicated in such manner that two or more of [identical] respective identical ones of the special kind of symbols appear serially one after another in first, second, and third columns, respectively, the first symbol being a constituent of a specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, the second symbol being a constituent of another specified combination of symbols that is indicated on the display portion when movement of the symbols has been stopped, and the third